

RESIDENT EVIL

CODE:Veronica™



SEGA®

CAPCOM



T-1204N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting RESIDENT EVIL™ CODE: VERONICA for your Sega Dreamcast. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

© CAPCOM CO., LTD. 2000 ALL RIGHTS RESERVED.

© CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED.

CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. RESIDENT EVIL and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. Sega Dreamcast and the Sega Dreamcast logos are either registered trademarks or trademarks of Sega Enterprises, Ltd. The ratings icon is a trademark of the Interactive Digital Software Association.

CAPCOM EDGE HINT LINE

Hints are available:

1-900-976-EDGE (1-900-976-3343)

\$.99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

CAPCOM ON-LINE

<http://www.capcom.com>

Visit our website to see all the great new CAPCOM products or to check out featured games on-line! You can also e-mail us at megamail@capcom.com for technical help or to find out what's new at CAPCOM!

CONTENTS

Prologue	2
Claire Redfield	3
Chris Redfield	4
Steve Burnside	4
Sega Dreamcast™	5
Game Disc System	6
Starting a Game	7
Controls (default)	8
Option Menu	9
Character Actions	10
Status Screen	12
Item	12
Item Box	14
Map/File	14
Damage	16
Change Characters	17
Ranking	17
Saving and Loading	18
Trouble?	19
Capcom Edge	20



PROLOGUE

The mid-western town of Raccoon City was completely decimated by the T-virus outbreak, an incident instigated by the international corporation: Umbrella.

Claire Redfield, who traveled to Raccoon City in search of her lost brother Chris, managed to escape from the city

along with rookie police officer Leon S. Kennedy.

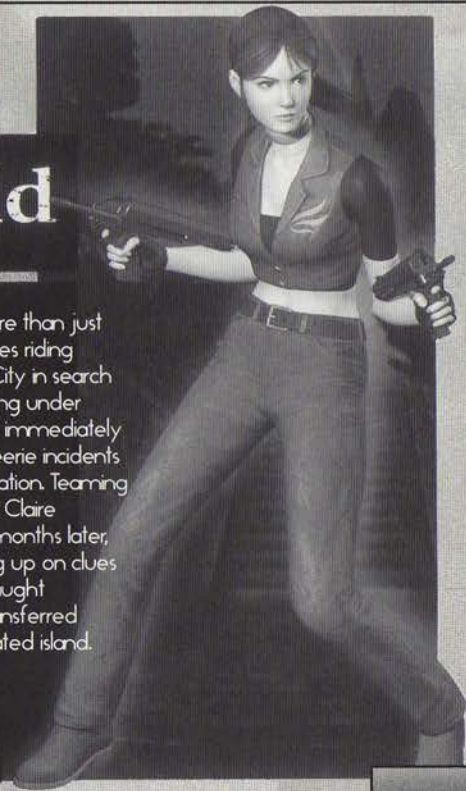
But their ordeal is only a prelude of things to come.

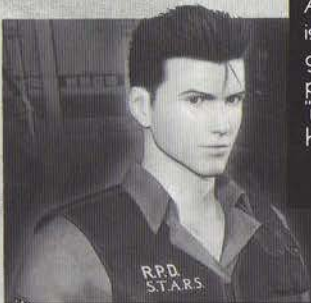
Now, 3 months later ...



Claire Redfield

Claire's inquisitive bent makes her more than just an ordinary college student who loves riding motorcycles. She went to Raccoon City in search of her brother Chris, who was missing under mysterious circumstances. But almost immediately she became involved in a series of eerie incidents engineered by the Umbrella Corporation. Teaming up with rookie cop Leon S. Kennedy, Claire managed to escape the city. Three months later, she now heads to Europe, following up on clues about Chris. However, she is soon caught by the Umbrella Corporation and transferred to the corporation's prison on an isolated island.





A member of special tactics force S.T.A.R.S., Chris is tough with a will of iron and body of steel. He is good at handling firearms. A former Air Force pilot, he's a top-notch airman. After solving the "mansion incident," he transferred to Europe with his team members Jill and Barry to seek the truth.

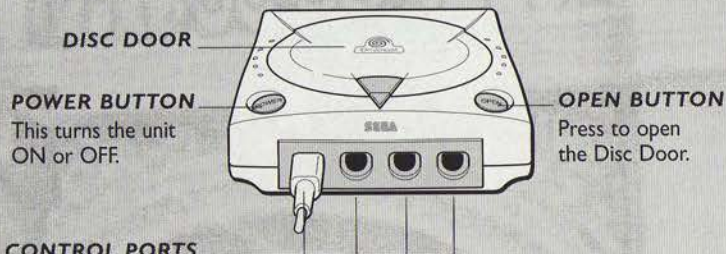
Chris Redfield

Though young and often reckless, Steve is a good-hearted kid. He was captured with his father and held in the Umbrella prison on an isolated island. He has bad feelings toward his family, though exactly why is a mystery. During a prison raid by an unknown organization, he escaped in the chaos. Steve now meets up with Claire and their adventure begins.



Steve Burnside

SEGA DREAMCAST™



CONTROL PORTS

Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. **Resident Evil Code: Veronica** uses **Control Port A**.

Resident Evil Code: Veronica is a 1-player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller or other peripheral equipment into the control ports of the Sega Dreamcast.



GAME DISC SYSTEM

Resident Evil Code: Veronica is composed of 2 discs for the Sega Dreamcast. To start a new game, insert Disc 1 into your Sega Dreamcast. When you finish Disc 1, you will have the opportunity to save your game in order to continue play. This save is different from normal saves during game play.

- You don't need an ink ribbon to save.
- It does not count as a true save. Your progress is only temporarily saved while you change discs.

After saving, you will be instructed to change discs. Remove Disc 1 and insert Disc 2 in order to continue play.

STARTING A GAME

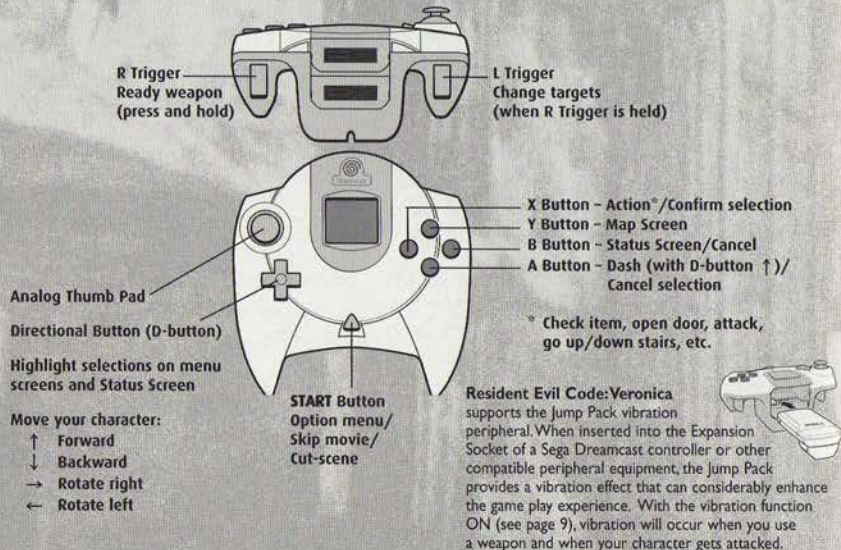
Insert the disc you want to play into your Sega Dreamcast. Use the Analog Thumb Pad or Directional button to make selections, and press the X Button to confirm.

DISC 1 – Use to begin a game. To start a new game, select **NEW GAME** in the Title Screen. To play a previously saved game, select **LOAD GAME** and then select the game you want to play.

DISC 2 – When you finish Disc 1, change discs as prompted on screen. To play a game previously saved on Disc 2, insert the disc into your Sega Dreamcast, select **LOAD GAME** and then select the game you want to play.



CONTROLS (DEFAULT)



- **Resident Evil Code:Veronica** is a 1-player game. Connect a controller or other peripheral equipment before turning ON the Sega Dreamcast.
- Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega

Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

- To return to the Title Screen at any point during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title Screen.
- You can change the default button assignments using the Key Config option in Option mode. See page 9.

OPTION MENU

To display the Option menu, select OPTION from the Title Screen, or press the START button during gameplay. On the menu, use the Analog Thumb Pad or D-button to highlight selections, and press the X Button to confirm.

AUDIO SET UP - Choose MONAURAL or STEREO.

KEY CONFIG - Change button assignments.

SCREEN SET UP - Center the screen.

MONITOR TUNING - Adjust screen brightness. Your monitor must have a brightness adjustment function to use this option.

VIBRATION - Turn the Vibration function ON/OFF. You must have a Jump Pack inserted in your controller to use this option.

DEFAULT - Reset all options to their initial status.

EXIT - Return to Title Screen.



CHARACTER ACTIONS

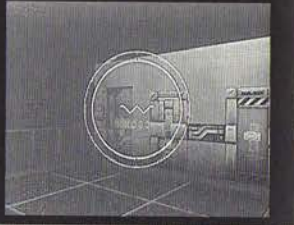
ATTACK

Press the Action Button while holding down the R Trigger.

You need to have a weapon equipped to attack. You can aim up/down by pressing the Analog Thumb Pad or D-button \uparrow/\downarrow while readying a weapon. You can equip a weapon in the Status Screen (see page 12).



When you use certain weapons, a Scope Screen (first person view) will be displayed. In the Scope Screen, zoom in/out with the L Trigger and move the target with the D-buttons.



Name _____

Age _____

Street Address _____

City _____

E-Mail Address _____

Phone _____

State _____

Zip _____

RESIDENT EVIL CODE: VERONICA™ REGISTRATION CARD

Return this card completely filled out so we can automatically enter you into our monthly drawing for a FREE VIDEO GAME! PLUS we'll send you the LATEST AND GREATEST NEWS regarding CAPCOM products!

Capcom's use of the information on this card is detailed in the Capcom Privacy Policy on the back of this card or at <http://www.capcom.com>. If you are under 18 years old, please have your parent or legal guardian read the Capcom Privacy Policy and sign the Parental Consent on the back of this card. Your card will not be accepted and will be returned unless your parent's or legal guardian's signature is complete.

REGISTER ONLINE AT <http://reg.capcom.com>

Tell us about yourself:

1. Who purchased this game?
 Male Female _____ Age _____

2. Who plays this game the most?
 Male Female _____ Age _____

3. Which systems do you own?
 PlayStation® game console
 Nintendo® 64 Sega Dreamcast™
 Sega Saturn™ Sega Genesis™ Super® NES
 PC CD-ROM Mac CD-ROM

4. Did you rent this game before purchasing it?
 Yes No

5. Where did you purchase this game?
 Toy Store Mass Merchant Mail Order
 Software Specialty Online

6. How did you hear about this game?
 Friend Sales Person Magazine Ad T.V. Game Review
 Newspaper Internet Demo Packaging Rental Other _____

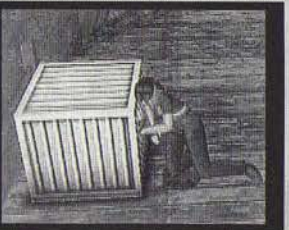
7. Which publications do you read regularly?
 EGM Game Fan Game Pro Next Generation PSExtreme
 O.P.M. - Official PlayStation Magazine P.S.M. Game Informer
 Gamers Republic Nintendo Power Tips & Tricks Other _____

8. Do you have access to the online services or the Internet?
 Yes No AOL CompuServe Other _____

9. If yes, are you familiar with Capcom's Web Page?
 Yes No <http://www.capcom.com>

10. What was the main reason(s) player purchased the game?
 Gameplay Box Design Graphics Recommended Demo
 Gift Played Before Price Screen Shots Other _____

11. Would you like for us to send you information on upcoming products?
 Yes No



Press and hold the Analog Thumb Pad or D-button ↑.

Certain objects in the game can be moved by pushing. Face an object you want to push and hold the Analog Thumb Pad or D-button ↑. If the object cannot be pushed, your character will not push it.



GET ON/OFF OBJECTS

Press the Action button.

You can get on/off certain objects in the game. Face an object you want to get on/off and press the Action button.

PUSH

TO REGISTER PLEASE DROP THIS CARD IN AN ENVELOPE AND MAIL TO:

Warranty Registration
Capcom Entertainment, Inc.
475 Oakmead Parkway
San Jose, CA 95066

Capcom Privacy Policy

Capcom is very concerned about the protection of privacy for all Capcom customers. Capcom respects your privacy and your choice not to have your personally identifiable information shared with other people. Capcom collects personally identifiable data, such as names, addresses, e-mail addresses, and the like, only when voluntarily submitted through Capcom's registration process by a customer or a Web site visitor. All information gathered in the registration process will be used only by Capcom, Inc. to improve Capcom's products, services and Web site and to inform you of Capcom's new products, new releases and promotional programs. Capcom will not share any personally identifiable information you provide with any other company without permission. By signing up to receive a free subscription to GamePro Magazine under our Fighters Edge Program, you authorize Capcom to share your information on your sign-up card with GamePro Magazine. Capcom may in the future request information from you that may be shared with others. In these situations, you will be told of this fact, and given an opportunity to say no.

To protect the information you've given to Capcom, we use commercially reasonable measures to prevent others from accessing your information. Once you register with Capcom, we will send you a notice, via postal or e-mail, confirming the accuracy of the information we have for your registration. If you find any information inaccurate, you may correct information by sending us the correction via postal mail or e-mail and we will implement the correction. If, at any time you want to update your contact information or your do not want to receive new product information from us, please contact us at privacy@capcom.com. Please be sure to include in your message the name of the site at which you registered and the e-mail address you used to register so that we can verify your request.

On Capcom's website, Capcom may use "cookies" to enhance your experience at our Web site. Cookies are pieces of information that we may place on your computer to help "personalize" your visit to the site. For example, a cookie will allow us to remember certain things about you, such as your screen name or where you left off in a game. The cookie only tells us that you have visited the site and may contain certain information that will help us make your visit more enjoyable but does not give us your personally identifiable information. Capcom's Web sites may contain links to other sites for your convenience. Because Capcom does not operate these other sites, we cannot guarantee that they will observe the same privacy policy. We encourage parents to monitor their children's online use, and to help us protect their privacy by instructing them to never provide personally identifiable information, such as names and addresses, on this site or any other site without permission. If you are a parent or guardian and are interested in knowing more about Capcom's policy regarding the online collection of information from children, we recommend reviewing the Children Privacy Policy.

Parental Consent if under 18 years old

I have read and understand Capcom's Privacy Policy and hereby consent to Capcom's collection and use of the information disclosed on this card.

Name: _____

Relationship to Child: _____

Address: _____

Signature: _____



STATUS SCREEN

Press the B Button to display the Status Screen, where you can check your character's condition and manage items. Select EXIT or press the A Button to return to gameplay.



ITEM

USE AN ITEM

Open the Status Screen, highlight the item you want to use and press the Action button. When Item Commands are displayed, select USE to use the item.

EQUIP AN ITEM

If the item you select is a weapon, EQUIP will be displayed in the Item Commands. Weapons must be equipped in order for your character to attack.

CHECK AN ITEM

Open the Status Screen, highlight the item you want to check and press the Action button. When Item Commands are displayed, select CHECK and the item will be displayed in the main window.

When an item is displayed in the main window, you can rotate the item with the Analog Thumb Pad or D-buttons and zoom in/out with the L/R Triggers. To check the specific part of an item, move the part to face you and press the Action button. You may find some clues to solve puzzles by doing that.

COMBINE ITEMS

Open the Status Screen, highlight the item you want to combine and press the Action button. When the Item Commands are displayed, select COMBINE, highlight the other item to be combined with the first item, and press the Action button to combine the items.

Certain items need to be combined to have an effect. For example, combine a Handgun and a modification component to create a custom Handgun.



ITEM BOX

Your character can only carry a limited number of items at a time. You cannot lose an item once you find it, but you can use it up (like ammo, for example). In order to carry only the items you need at a specific time, you can store other items in an Item Box. Item Boxes are located in various places in the game.



MAP/FILE

As you explore, you will discover maps and files (notes, messages or other information that will be automatically filed in your character's notebook). To view a map or file you have acquired, open the Status Screen and select the MAP or FILE command.

MAP

The area you have explored is automatically marked. Your location is shown by a ">" on the map. Door colors indicate the following:

- Yellow – The door is not locked.
- Red – The door is locked and you don't have a key for it.
- Green – The door is locked but you have a key for it.



These things are also displayed on maps:

ITEM – If you have found an item and haven't taken it, the location of the item is marked.

SAVE POINT – Shows a location of a typewriter.

ITEM BOX – Shows a location of an item box.

The room you are in is displayed in red. You can switch the floors of the building by pressing the Analog Thumb Pad or D-buttons \uparrow/\downarrow and change stages by pressing \rightarrow/\leftarrow .

To use Zoom Mode, press the Action button while a map is displayed. In Zoom Mode, use the R/L Triggers to zoom in/out.

To return to game play, press the Y Button.

FILE

Select a file you want to view. Hints may develop from these notes.



DAMAGE

Your character takes damage while getting attacked. When the damage gets too severe, your character loses (Game Over). The game is also over if your partner character loses (see page 17).

Check your character's condition in the Status Screen or Visual Memory Unit.

POISON

Some enemies poison your character. While poisoned, your character takes damage gradually.

RETRY

When your game is over, you will be asked "RETRY? YES NO." Choose YES to play on again from the point where you last saved your game (see page 18).



CHANGE CHARACTERS

Sometimes you may need a partner character's help. When you actually control a partner character, the Status Screen will change accordingly. The controls are the same as for your main character. If a partner character dies, the game ends.

RANKING

If you complete the game, the Ranking Screen appears. Your ranking is determined by various conditions. You may get something special if you get a good ranking ...

RANKING – Your total score.

TOTAL TIME – Your total play time.

NUMBER OF SAVES – How many times you saved during the game.

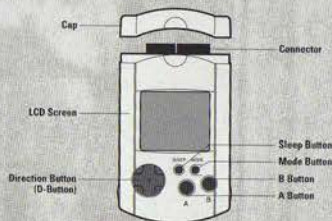
NUMBER OF RETRIES – How many times you used retry.

SAVING AND LOADING

SAVE

To save your game, find an ink ribbon and use it with a typewriter. Press the Action button in front of a typewriter and you will be asked if you want to save your game. Choose YES to save your game. When you save, an ink ribbon is used up.

- To save your game, an optional VMU is required.
- While saving, do not turn off your Sega Dreamcast, remove the disc or disconnect the controller.
- This game uses a maximum of 11 free blocks to create a save file.



LOAD

To play a previously saved game, insert a Visual Memory Unit (VMU) into your controller and insert either Disc 1 or Disc 2 into your Sega Dreamcast. Choose LOAD GAME and then select a save file you want to load in the Load Screen.

TROUBLE?

CAN'T DEFEAT ENEMIES?

- Learn to use your weapons efficiently. Each weapon is best suited to destroying a different type of monster or zombie. Figure out which weapon you need, then put it to use. (Be sure to equip weapons before a fight!) Hint: When a zombie dies completely, blood will spread on the floor.
- Know your enemies. Different enemies have a weakness against fire, acid, etc. Figure out enemies' weakness and use the most effective weapon. Also learn enemies' attack patterns.
- If nothing works, run!

CAN'T HEAL YOUR CHARACTER?

Search the background for Herbs and First Aid Spray. These items are sometimes found on a dead body or in a desk or locker. Herbs can be combined and have the following effects:

- Green = Light Healing
- Red = Enhance Green Herb Effect

- Blue = Cure Poison
- Green + Green = Medium Healing
- Green + Green + Green = Complete Healing
- Green + Red = Complete Healing
- Green + Blue = Light Healing + Cure Poison
- Green + Green + Blue = Medium Healing + Cure Poison
- Green + Blue + Red = Complete Healing + Cure Poison

CAN'T SOLVE PUZZLES?

When you come to a new area, search for files and memos that may contain clues. Also when you get a new item, check it carefully and you may find a clue.

For more hints, call the CAPCOM EDGE HINT LINE at 1-900-976-EDGE.



TAKE IT TO THE EDGE. CAPCOM EDGE.

COLLECT CAPCOM EDGE PROOF-OF-PURCHASE POINTS EVERY TIME YOU BUY ANY SPECIALLY MARKED CAPCOM GAME TO EARN AMAZING GEAR LIKE SHIRTS, GAMES OR EVEN A PORTABLE CD PLAYER! PLUS, YOU'LL BE ABLE TO WIN QUARTERLY SWEEPSTAKES WITH KILLER PRIZES - LIKE YOUR OWN SIGNATURE SIZE ARCADE MACHINE.

DON'T FIGHT IT! SIGN UP TODAY.

JUST COMPLETE THIS ENTRY FORM OR SEND A 3x5 CARD WITH YOUR NAME, ADDRESS, PHONE NUMBER AND DATE OF BIRTH, AND PARENT'S SIGNATURE (IF UNDER 18) TO:
CAPCOM EDGE 475 OAKMEAD PARKWAY, SUNNYVALE, CA 94086

Offer valid 9/1/99 to 8/31/00. Maximum 2 awards per name and/or address. To claim awards send a completed prize redemption form, Capcom Edge or Fighters Edge proof-of-purchase points (or original UPC code) and shipping and handling fees to Capcom Entertainment (see www.capcom.com for complete details). Award merchandise is subject to change and subject to availability while supply lasts. Allow 10-12 weeks for delivery. Items may be shipped separately. Extra points on orders will not be refunded. Points cannot be transferred or sold to another party for use for any other purpose. Capcom Edge points cannot be redeemed for cash. Capcom Entertainment may cancel, rescind or extend this offer at any time. Points are subject to verification. Only original Capcom Edge or Fighters Edge proof of purchase points or original UPC codes are valid from retail packages or from authorized Capcom Edge or Fighters Edge certificates. No reproductions allowed. Points valid only once per game purchase per person. The Capcom Edge program is valid only with current Capcom and Fighters Edge games. Those under age 18 must have parent or guardian signature to participate. The Capcom Edge program is operated by Capcom Entertainment and is open to residents of the United States and Canada excluding Quebec. Fraudulent claims will be voided. Proof of mailing does not constitute proof of delivery. Capcom is not responsible for lost, incomplete, damaged or illegible claim forms. Certified mail is recommended for orders. Sweepstakes winners will be determined in a random drawing from registered Capcom Edge members. No purchase necessary. Odds of winning depend on number of registered Capcom Edge members. Sony Computer Entertainment America, Nintendo of America and Sega of America are in no way affiliated with this program. Employees of Capcom Entertainment, its agencies, vendors and their immediate family members are not eligible for this offer. All decisions of Capcom Entertainment on all matters relating to this promotion are final. Recipients agree that awards are presented on the condition Capcom Entertainment, Sony Computer Entertainment America, Nintendo of America, Sega of America, their affiliates, subsidiaries, divisions or related companies, have no liability whatsoever, for any damages, injuries, losses or expenses of any kind resulting from acceptance, possession or use of the award. Award recipient is responsible for any and all Federal, State and local taxes if necessary. Offer is only good in United States and Canada excluding Quebec. Void where prohibited by law. Other restrictions may apply. All orders must be postmarked by 8/31/00.

© CAPCOM CO., LTD. 2000 © CAPCOM U.S.A., INC. 2000. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. CAPCOM EDGE is a trademark of CAPCOM CO., LTD.

CAPCOM
www.capcom.com

NAME	ADDRESS	CITY	PHONE NUMBER	DATE OF BIRTH	PARENT'S SIGNATURE (IF UNDER THE AGE OF 18)
		STATE			
		ZIP CODE			

For information on Capcom's Privacy Policy visit: www.capcom.com

RESIDENT EVIL CODE: VERONICA

CREDITS

Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Robert Johnson; Creative Services: Jennifer Deauville and Marjon Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Masayuki Fukumoto, PR: Melinda Mongiluzo, Matt Atwood and Carrie Megenly; Special thanks to: Tom Shirawa, Miki Takano, Bill Gardner, Robert Lindsey, Nate McIvain Williams, Neal Robison, Kathy Schoback, Kathy Lange and Mark Galameau.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Sega Dreamcast GD-ROM ("GD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the GD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire GD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your GD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the GD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the GD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective GD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your GD-ROM certified mail. CAPCOM will replace the GD-ROM, subject to the conditions above. If replacement GD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH

RESIDENT EVIL
CODE: VERONICA

20 PTS.



RESIDENT EVIL
CODE: VERONICA

20 PTS.

HEREIN, IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary, from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay) will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,078; Re. 35,839; Japanese Patent No. 2870538. (Patents pending in U.S. and other countries); Canada Patent No. 1,783,276. The ratings icon is a trademark of the Interactive Digital Software Association.



Resident Evil
Code: Veronica



RESIDENT EVIL CODE: VERONICA

20 PTS.

RESIDENT EVIL CODE: VERONICA

20 PTS.



TAKE IT TO THE EDGE CAPCOM EDGE

JOIN THE RANKS OF THE WORLD'S GAMING ELITE AND EARN CAPCOM EDGE POINTS EVERY TIME YOU BUY THE CAPCOM GAMES YOU LOVE. COLLECT MORE POINTS AND GET ALL KINDS OF COOL STUFF LIKE T-SHIRTS, WATCHES, SUNGLASSES PORTABLE STEREOS AND OTHER CAPCOM EDGE GEAR DON'T FIGHT IT! JOIN TODAY!

MEMBERSHIP DETAILS INSIDE. CHECK OUT: WWW.CAPCOM.COM

CAPCOM ENTERTAINMENT, INC. 475 Oakmead Parkway, Sunnyvale, CA 94096
© CAPCOM CO., LTD. 2000 © CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. RESIDENT EVIL, RESIDENT EVIL CODE: VERONICA and CAPCOM EDGE are trademarks of CAPCOM CO., LTD.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA, Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,696,074; 5,525,770; 5,627,895; 5,698,173; 4,442,486; 4,454,894; 4,462,076; Re. 35,839. Japanese Patent No. 2870538. (Patents pending in U.S. and other countries). Canada Patent No. 1,163,276. The ratings icon is a trademark of the Interactive Digital Software Association.

CAPCOM
www.capcom.com

SEGA